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Profile on David Marcus
Son of Admiral James T. Kirk

Kira Against the Dominion
Cardassians take DEEP SPACE NINE



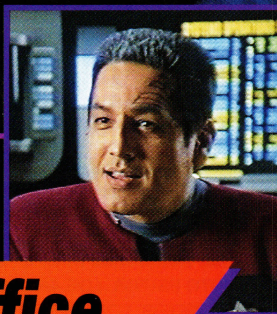
Borg Weapons & Tactics
Assimilation before annihilation

DaiMon Bok's Probe
Delivering a message of hate

Meet the Karemma
Dealing with the Dominion



Inside Chakotay's Private Office
U.S.S. VOYAGER's First Officer at work



ISSN 1364-3983





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The Guide to the STAR TREK Galaxy

FILE 15 CARD 7

BORG WEAPONS & TACTICS



The Borg have evolved over thousands of centuries by assimilating entire civilizations. Through this cultural plundering, the collective gains knowledge of the weapons and strategies of other races.

The Borg are a very difficult enemy to fight. They aim not to destroy or subjugate opponents, but to assimilate them, bringing the knowledge and technology their victims possess into the **Borg collective**.

As befits their hive mentality, the Borg always fight as a combined force. The cybernetically enhanced interface which links the Borg means that decisions regarding strategy and offensives do not require a chain of command, or even verbal communications.

Investigation

Whenever the Borg encounter a new species or unfamiliar technology, they probe the newcomer's shields, and sometimes transport a drone aboard

to examine the technology first-hand. In 2365, a Borg scout analyzes systems in Main Engineering aboard the **U.S.S. Enterprise NCC-1701-D**.

Fortunately for the free races of the Galaxy, the Borg do have an Achilles heel: assimilation is their overriding goal, and if they cannot assimilate something, they are unable to substitute an alternative plan. **Species 8472** is one such enemy; when in danger of losing their battle with this ruthless foe from another universe, the Borg determine that their best tactical option is an unprecedented alliance with another race – in this case, the crew of the **U.S.S. Voyager NCC-74656**.

The Borg employ some unique tactics when attacking their victims. A common ploy is simply to chase a

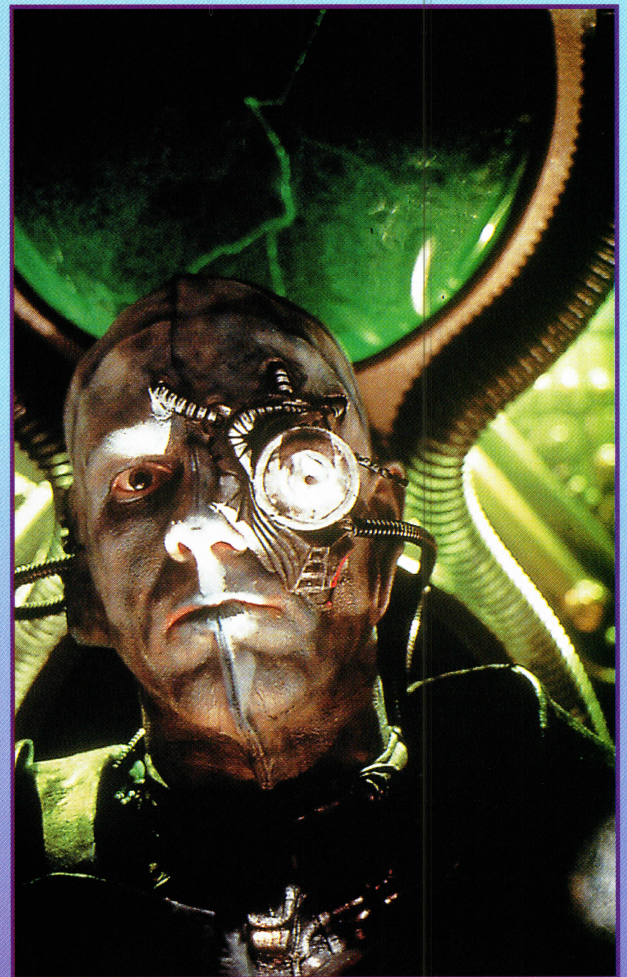
▶ The Borg possess the sum total of technical and tactical knowledge of an assimilated enemy; this means they can then counter any attempts at opposition and complete their assimilation.

fleeing vessel until its fuel supply and defenses are exhausted. When at close enough range, the **Borg cube** launches a bolt of green energy which can reduce the effectiveness of shields in seconds.

Attack

The Borg have also been known to launch direct 'ground offensives', beaming drones aboard an alien vessel to abduct its captain to gain a tactical advantage, or as distractions.

Instead of carrying hand-held weapons or **phasers**, Borg drones use cybernetic weaponry that appears to



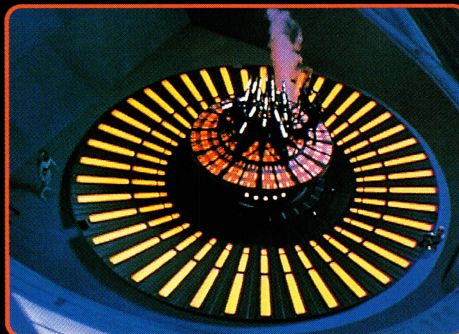
TEMPORAL INCURSIONS

Cunning strategy

The Borg have been known to employ clever alternative tactics. During their attempt to assimilate Earth in 2373, for instance, a single **Borg sphere** generates a temporal vortex to the past. By attacking Earth at an earlier point, when humanity is disparate and vulnerable, the assimilation of the race will be made that much easier. This indicates that Borg strategy involves long-term planning.

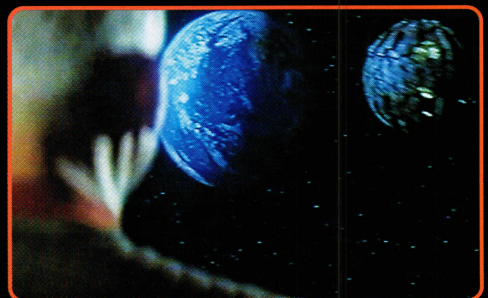
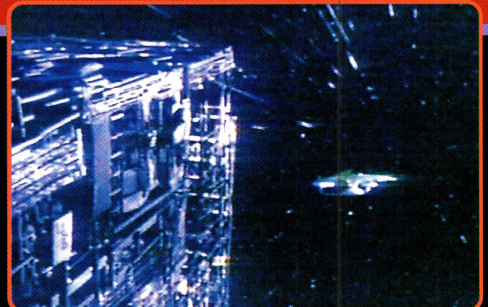
Once in 2063, the Borg plan to send a signal to the Delta Quadrant collective of that time informing them of Earth's position and potential for assimilation. To this end, their assimilation of alien technology plays an important role in their tactics: the deflector dish of the **U.S.S. Enterprise NCC-1701-E** is targeted for conversion into an interplexing beacon to accomplish the communication.

▶ Temporal Incursions are a new Borg strategy; old ones include simply chasing a vessel until it runs out of fuel.

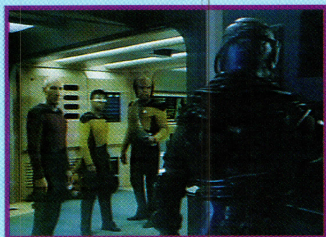


▲ The Borg try to turn the navigational deflector of the ENTERPRISE into an interplexing beacon to send a message.

▶ The Borg cannot win in the 2370's, so they travel back in time and attack Earth before Starfleet exists to fight back.



▼ **A Borg drone makes a survey of the level of technology aboard the U.S.S. ENTERPRISE NCC-1701-D in 2365.**



The Guide to the STAR TREK Galaxy

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BORG WEAPONS & TACTICS



GALAXY FACTS

▶ Unlike most Borg, the renegades led by Lore make devastating attacks on defenceless colonies.

▶ At least some Borg ships have advanced transwarp technology, allowing them to retreat much more quickly than Starfleet ships can follow.

▼ **The Borg will ignore individual members of other species unless they pose a direct threat.**



Borg starship technology has evidently improved over time, and with assimilated improvements: at one time, the Borg were forced to withdraw from a fight if damage exceeded 20 percent, whereas more recent encounters have seen a *cube* remain functional with only one quarter of the vessel operational.

One of the most commonly used weapons on a *Borg cube* is the tractor beam. This very powerful beam is used to capture fleeing vessels and pull them into the *cube* itself.

Another weapon is a cutting beam that is capable of slicing through a starship hull like a knife through butter. *Borg cubes* have also proven capable of fending off multivectored attacks from as many as 39 different vessels.

The tactics of the Borg are forever changing and being refined; they are unlike any threat the Federation has ever faced. Because of this intense threat, **Starfleet Tactical** has devoted vast resources to devising an effective strategy against the Borg, and so far, despite some heavy losses, this deadly foe has been kept at bay.

▲ **The Borg establish a hive center aboard assimilated vessels.**

be an extension of their bodies; weapons are fired from within their arms.

Their greatest tactical advantage, however, is being able to quickly adapt both their personal and shipwide defensive shields. This means that any offensive action by an enemy is only effective once or twice. Once the Borg adapt, the entire collective possesses the knowledge, via the sophisticated **sub-space** network that links them into the hive mind.

During the various Borg incursions into **Federation** space, notably in 2366 and 2373, the phase modulation on **phaser rifles** is set to automatically rotate, frustrating the Borg attempts to adapt for a short time.

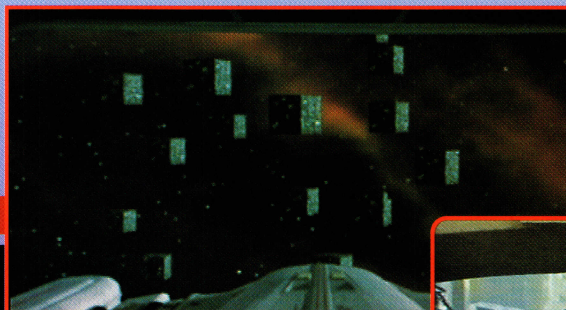
Limited success

This allows some immediate successes against the marauding drones, but they nevertheless adapt within minutes. Weapons are good for only a few shots.

The Borg generally launch offensives using huge, cube-shaped vessels. These massive ships are

extremely difficult to destroy as there are no primary areas to target; the control functions are decentralized, and power is drawn from small, equally important power distribution nodes placed all around the *cube*.

This makes it virtually impossible to destroy the vessel, even if large sections of it have been rendered inoperative.



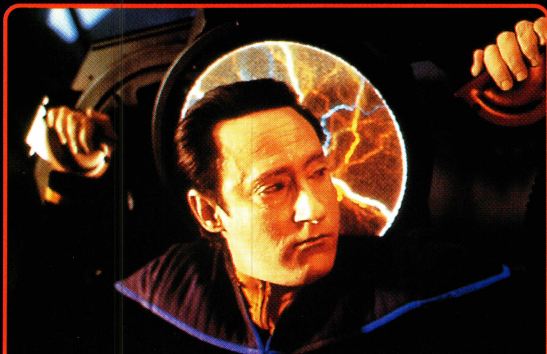
▼ **If the Borg cannot assimilate an enemy, they have no other tactic on which to fall back. The U.S.S. VOYAGER encounters an armada of BORG CUBES fleeing from Species 8472.**

ONE OF THEIR OWN

Assimilation of personnel

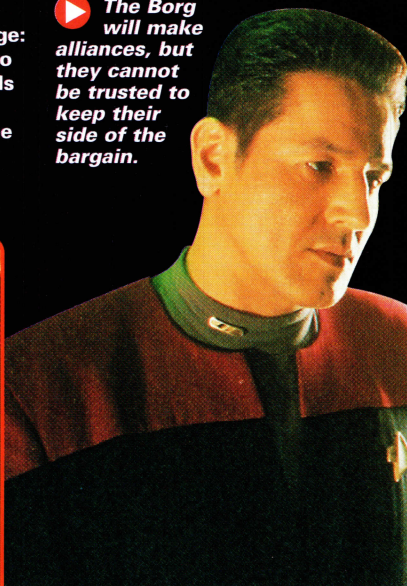
The Borg are willing to sacrifice large numbers of drones to effect a successful assimilation. However, the collective replenishes its numbers by assimilating specimens of other races who survive the Borg onslaught, transforming them into drones by injecting nanoprobes into the victim's bloodstream with an injection tubule. This has an added tactical advantage: every time a member of a new race is assimilated, so too is their knowledge of their own species' methods and plans. The Borg are thus able to anticipate and counter moves made against them, and complete the assimilation with a minimum of resistance.

▼ **The Borg attempt to seduce Data by grafting organic material onto his artificial frame.**



▶ **Captain Picard is assimilated in 2366 in order to provide the Borg with tactical knowledge.**

▶ **The Borg will make alliances, but they cannot be trusted to keep their side of the bargain.**





THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16 CARD 5



THE
DOMINION

THE KAREMMA

The **Karemma** are a peaceful and intelligent race from the **Gamma Quadrant**. They live under the totalitarian rule of the **Dominion**, but they are sedate in their manner and fair in their business dealings.

The discovery of a stable wormhole linking the **Alpha** and **Gamma** quadrants near **Bajor** opens up a whole new era of exploration and trading for races on both sides. What is not fully appreciated by the **Federation** at first, however, is the complexity of relationships within the **Dominion**, the ruling body of the Gamma Quadrant.

It takes the enterprising greed of the **Ferengi** to expose some of the Dominion's structure. In 2370, **Quark**, acting on behalf of **Grand Nagus Zek**, approaches the **Dosi** for a shipment of **tulaberry wine**.

Unable to supply the 100,000 vats required, they instead put Quark in contact with the **Karemma**, a respected race of merchant traders. All commerce and communication in the quadrant is controlled by the Dominion; as a member race, the Karemma work within their rules and regulations, rigidly following their orders at all times.

Brief contract

The Karemma are a peaceful people who know only too well that if they want to conduct business in the Gamma Quadrant, they must do so with the blessing of the Dominion. When Quark begins trading with them, the Dominion only cautiously accept the situation, and will not allow any direct trade with the Federation itself. For a

time, they allow the Ferengi to act as intermediaries as they are not part of the Federation, but this relationship is only tolerated for two years before the Dominion intervenes; the **U.S.S. Defiant NX-74205** is nearly destroyed when the **Jem'Hadar** attack a **Karemma Vessel**.

Distinct appearance

Humanoid in appearance, the Karemma are tall and elegant beings. The males have a pronounced nose, with skin flaps that run to

Predominant features

The Karemma have very pronounced facial characteristics. They have a large nose with flaps of skin leading to each cheekbone and a beaked-top lip.

both cheekbones, and the top lip has a pronounced peak that fits into a V-shaped gap in the bottom lip, often giving them a birdlike appearance when viewed from the front. A thick bony ridge runs from the bridge of the nose and can separate the thick black



Secrets

Information obtained from a Karemma communication station leads an away team from DEEP SPACE NINE to the Dominion Founders.



COMPLEX COMMUNICATIONS

Taking the first steps

The Federation's first contact, communications, and trade with Gamma Quadrant species are initially fraught with danger due to their ignorance of the hierarchy of the quadrant. The all-controlling Dominion oversees commerce, and their member races must abide by their rules

and regulations or suffer the wrath of the Dominion's enforcers, the Jem'Hadar.

Amid such political veils and ties, contact with the more straightforward Karemma is a breath of fresh air. The race of traders are well respected, and believe in dealing with fellow

traders and their clients honestly. The Karemma are also highly intelligent and technologically advanced, placing them on a strong footing when they practice business on *Deep Space Nine*. They forge good relations with the station during two years of open trading.

The Karemma are a highly intelligent and inquisitive race; they often observe and analyze new objects and new acquaintances closely. The discovery of their close proximity to the Alpha Quadrant piques their curiosity.



The Karemma are a race of honest merchant traders who have far more in common with the Federation than the Ferengi. They can see many potential business opportunities waiting for them on the far side of the Bajoran wormhole but cannot deal directly with the Dominion's enemies; they can, however, deal with the ostensibly neutral Ferengi.

The Dosi refer the Ferengi on to the Karemma when they cannot provide the quantity of tulaberries the Ferengi require.



Aloof

The Karemma speak in brief, clipped sentences, which gives them an aloof, disinterested air.



THE DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 5

THE KAREMMA



THE DOMINION

Spacefarers

The Karemma have many ships, but these are trade vessels, not fighters.



The Karemma pride themselves on the way they conduct business: they do not believe in falsifying inventories for extra profit, or selling on sub-standard merchandise.

This race's philosophy states that all merchandise has a set value, determined by the raw materials and labor involved in its creation. When transportation costs and a reasonable profit margin are taken into account, a fair price is arrived at for a product — such as Karemman

fleeces or tulaberry wine.

Unlike the Ferengi, the Karemma believe that greed can lead to misjudgment and a loss of profits, and gambling is seen as the last recourse of the desperate; only a fool would risk losing what he already has to chance. The Karemma do not take risks.

Self-preservation

Contact with the Dominion is processed through the **Vorta**, who order the direction of all communications to the **Calenon system**, where the Dominion maintains an unmanned **subspace relay** on the seventh planet. Where the messages are sent to after that does not concern the Karemma; if the **Founders** do not wish to be contacted directly, then so be it.

The Karemma know from bitter experience that if the Vorta tell them to do something, then it must be done;

non-compliance means the Jem'Hadar will be sent in, resulting in the destruction of their people. When faced with a choice between losing a lucrative contract and the possibility of upsetting the Dominion, the Karemma will always err on the side of caution in order to protect their own interests.

The Karemma are a technologically advanced race, and have assembled their own fleet of ships in order to carry out their quadrant-wide trading. These are monitored and directed by the **Karemman Commerce Ministry**.

The ships of the Karemma are built for trade, not combat, and have no offensive weaponry systems. They do, however, use defensive shields that can withstand a good deal of punishment, and the ravages of a **Class-J** planet atmosphere. The usual crew complement

GALAXY FACTS

- The currency unit in which the Karemma trade is the **dirak**.
- The Karemma initially claim not to know if the **Founders** even exist, but **Ornithar**, Quark's business partner, provides more concrete information.
- Hanok** helps the crew of the **U.S.S. Defiant** when it is attacked with Karemman-designed torpedoes.

Curious

This inquisitive race always examines their trading goods closely.

hair that covers their heads, finishing in a tied bow or plait at the top of the neck. Some males, such as the commerce official **Hanok**, cover their mastoid process with hair, and all Karemma have their low ears covered or partially covered on both sides of the cranium.

Grace and style

The Karemma usually dress tastefully in long coats and trousers; outfits often incorporate a light metallic sash around the bottom of the coat, reflecting their meticulous and often fussy nature.

Inquisitive and curious, the Karemma like to analyze objects and people closely, and can identify a particular kind of material or alloy simply by touch, instantly appraising if it holds any value for them.

Keen to enter into and conclude bargaining, their rigid, honest, but somewhat naive approach to commerce leaves them open to the tricks and ploys which are standard practice for the Ferengi. They are not a stupid race, however, and quickly realize when they are being cheated.

OPPOSITES

The Ferengi and the Karemma

It is unfortunate that the Karemma's first commercial dealings with the races of the Alpha Quadrant is through the Ferengi. As a materialistic race, the Ferengi represent the other side of the coin as far as the Karemman merchants are concerned. Ferengi are solely motivated by greed and profit; they see nothing wrong in deceiving their business partners or delivering faulty goods. Conversely, the Karemma are a hugely respected race of traders; they place honesty, integrity, and good value for themselves and their clients above all else. Their honesty places them at a distinct disadvantage when they are initially contacted by Quark, the Ferengi barkeep on *Deep Space Nine*, on behalf of the Grand Nagus; but if the Karemma are a little naive, they are certainly not stupid. The Ferengi-Karemman business relations are tolerated by the Dominion for two years only, but that is more than enough time for the

Karemma to learn what to expect from their less honest counterparts in the Alpha Quadrant.



Due to his advantageous proximity to the wormhole, Quark is the first Ferengi to make contact with the Karemma traders.



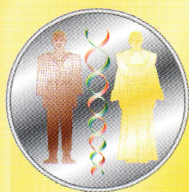
The Ferengi are ruthless and greedy in all their dealings — a sharp contrast to the Gamma Quadrant's fair and honest merchant traders.



The Karemma are a peaceful race; their vessels are used for trade, although they do design weapons for the Jem'Hadar.



Ironically, the fierce Jem'Hadar attack the U.S.S. **DEFIANT** with a torpedo that was designed by the Karemma.



OTHER GROUPS
AND RACES

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APPENDIX CARD 2D



OTHER GROUPS
AND RACES

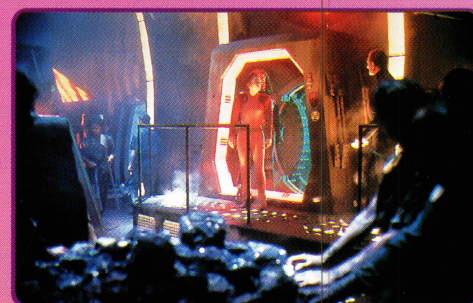
MIRROR UNIVERSE PERSONNEL

Even according to those who call it home, the mirror universe is not a pleasant place to be, as Major Kira Nerys and Dr. Bashir of *Deep Space Nine* learn when they find themselves face to face with their vicious doubles.

The first visitors from the primary universe have enduring repercussions on the mirror universe. After Captain Kirk persuades the mirror Spock to reform the Terran Empire, the Cardassians and the Klingons take advantage of its new benevolent state to form a deadly Alliance. This new partnership overthrows the empire and enslaves all Terrans; planets that were formerly under Terran rule are now free to inflict their revenge. The planet Bajor is a prime example, a strong and powerful member world keen on returning the violence it suffered in kind.

In 2372, Dr. Bashir and Major Kira are returning to *Deep Space Nine* through the Bajoran wormhole when a freak accident propels their *Runabout* into the mirror universe. Both are appalled by the atrocities they witness in this dark reflection of the universe they know.

On a dark and twisted version of *Deep Space Nine*, they find that their own counterparts and those of their friends are distorted shadows. The inhabitants of the mirror universe have either been forged by slavery or spoiled by the idle power of conquest. Each side is constantly out to kill the other.

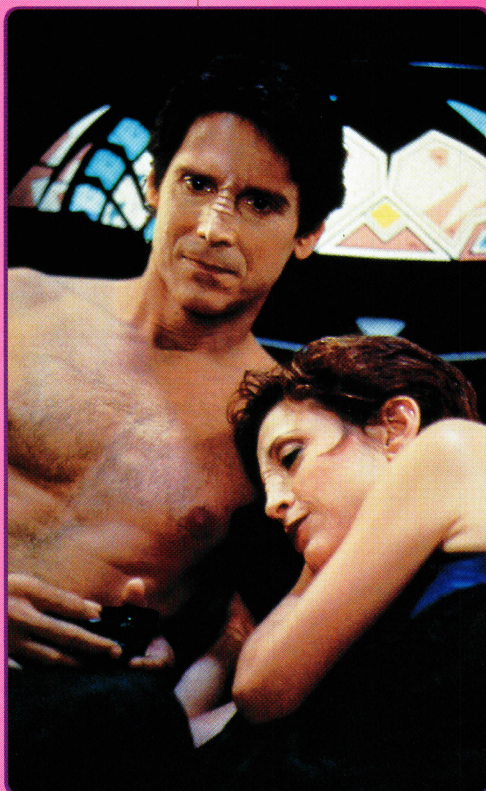


▲ **DEEP SPACE NINE's** counterpart in the mirror universe is the sinister Cardassian station **TEROK NOR**. Terran slaves are sentenced to hard labor.

BAREIL ANTOS

The mirror Bareil retains some of the charm of his primary counterpart, but, in this universe, he is a thief who plots with the Intendant to take over the Alliance using one of the primary universe's Bajoran Orbs. He brags about escaping Alliance jails, and defeating Klingon warriors by lifting their own bat'leths and mek'leths. The Intendant and Bareil fail in their attempt to steal the Orb, and return to their own dimension empty-handed. Before they leave, Bareil admits to Major Kira that during his experience with the Orb, he saw the two of them building a life together on Bajor; however, this idyllic future obviously is not meant to be.

▶ **The Major Kira of the Federation's universe finds herself falling in love with Bareil all over again. The thief from the mirror universe shares her feelings – much to the displeasure of Kira's mirror counterpart. The Intendant is furious when she learns that Bareil likes the major more than her.**



BASHIR, JULIAN

Julian Bashir's counterpart in the mirror universe is an arrogant and violent man, a member of the Terran Rebellion for whom violence is a lifestyle. He is not a doctor, and it is not clear whether he is genetically enhanced; the paltry resources available to Terrans in the mirror universe suggest this is unlikely. When the mirror Benjamin Sisko is killed, Bashir

soon becomes involved with his former girlfriend, the mirror Dax. The quick wit, intelligence, and enthusiasm of the primary Bashir are reflected back in the mirror Bashir with sullenness and sarcasm.

▼ **The Bashir of the mirror universe walks around with a permanent snarl on his face, always ready to pick a fight with those he dislikes.**





OTHER GROUPS
AND RACES

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FILE 18

APPENDIX 2D



OTHER GROUPS
AND RACES

MIRROR UNIVERSE PERSONNEL

DAX, JADZIA

In the **mirror universe**, **Jadzia Dax** is the mistress of the rebel leader, **Ben Sisko**, and she bears little resemblance to the young, brilliant woman of the primary universe. It is not known whether her previous host was **Curzon Dax**, but she certainly doesn't expect to be called 'old man' by Sisko: this Jadzia Dax has a voracious sexual appetite. The mirror Dax is physically different in that she has short dark hair, but the big change is in her nature; she is pessimistic about the success of the rebellion, although she supports Sisko any way she can.

This Dax is not above using her **Trill** strength to show her displeasure in a physical way. She has no reservations about starting a relationship with the arrogant mirror **Bashir**, but she also seems upset when she discovers that the primary universe **Captain Sisko** is not her dead lover.

▶ *The joined Trill of the mirror universe seems to have had very different lifetimes to the Dax of the primary universe. Jadzia is a less cheerful and optimistic person, and seems more concerned with her own interests than her friends. Her natural, underlying aggression is brought more to the fore.*



GARAK, ELIM

Garak, a simple tailor with a past in the primary universe, has become the incarnation of **Cardassian** terror in the **mirror universe**. On **Terok Nor**, Garak holds the rank of the **Intendant's** first officer, and is her chief of security. At one time, he was a member of the personal guard for the **Klingon House of Duras**. The main similarity between the primary and the mirror Garak is their

ability to adapt to, and talk their way out of, almost any situation, no matter how desperate it may seem.

Garak is a sadist who enjoys making an example of people. He has been trying to kill the Intendant and seize power since his arrival on **Terok Nor**. Following the fall of the station to the **Terrans**, he is held prisoner aboard the flagship of the **Regent, Worf**.



▶ *In a far cry from taking measurements and tailoring to the needs of his clients, **First Officer Garak of TEROK NOR** is as vicious as the Cardassians that occupied the primary universe's Bajor.*

KIRA NERYS

Kira Nerys is the **Intendant** of **Terok Nor**. She is a sensual and sadistic woman who plays at being sensitive while at the same time ruling with an iron hand. She favors sexy outfits such as a form-fitting catsuit, and adds a touch of regality by wearing a silver tiara on her head. Kira's personal quarters are quite exotic and full of fantasy items. She likes taking milk baths with the assistance of two male attendants, and frolics with both sexes. The Intendant also occasionally enjoys a cup of hot **jumja tea**.

The Intendant is incarcerated following the rebel takeover of **Terok Nor**, for which the **Alliance** blames her. She escapes with the help of the **Ferengi Nog**, whom she kills during her flight to **Bajor**. She also kills the **mirror universe's** **Professor Jennifer Sisko**.

▶ *The Intendant presents a glamorous facade to her public, but in private she is a ruthless and cruel woman who treats her slaves like playthings. Her only real weakness is her affection for the deceased **Terran rebel, Ben Sisko**.*



NOG

Following the death of the mirror **Quark** and the mirror **Rom**, **Rom's son, Nog**, takes over the bar. Nog's mirror counterpart is always angry and contemptuous, with an eye for his own profit. The **mirror universe** **Nog** is a true **Ferengi**; he has had no **Federation** influence, and no human friend

from whom to learn that there is more to life than profit.

Nog decides to side with the **Alliance**, and helps the **Intendant** escape her imprisonment at the hands of the **Terrans** to thank her for murdering Quark and Rom. The Intendant quickly kills him to ensure his silence.

▶ *The Nog of the mirror universe is appaled by the idea that he could possibly have a **Terran** as a best friend. Like a true **Ferengi**, he readily admits that his own profit is worth more than the lives of his family.*



FILE 37 THE FERengi FLEET

DaiMon Bok's Probe

DaiMon Bok is determined to exact revenge on Captain Jean-Luc Picard for the death of his son at Maxia. His elaborate schemes include the use of a small, unmanned space probe, which he uses to deliver a cryptic warning to Picard.

The Ferengi officer **DaiMon Bok** is obsessed with exacting his revenge on the captain of the **U.S.S. Enterprise NCC-1701-D**, **Jean-Luc Picard**. Bok blames Picard for the death of his son in 2355, at an incident known to the Ferengi as the **Battle of Maxia**.

In 2364, Bok attempts to discredit the captain by planting false information, suggesting that Picard attacked his son's ship without provocation. When this deception is uncovered, the Ferengi authorities strip Bok of his title and send him to **Rog Prison**. While there, he dreams up new ways to hurt Picard, and has the chance to act upon them when he buys his freedom from the prison in 2368.

Back for vengeance

In 2370, on **Stardate 47829**, Picard has his second encounter with DaiMon Bok. It begins when an unmanned probe closes in on the *Enterprise's* position. The probe appears to be approximately half a meter in diameter, with no identifiable armaments. There is nothing about the probe's design that distinguishes it as Ferengi; externally, it has little in common with their shuttles, trading vessels, cargo ships, or other craft. The metallic brown hull and overall design actually suggest a much older ship.

The probe shows no indication of being equipped to carry occupants, but, at the front of the craft, four rounded windows look out onto space. At the top and bottom of the vessel there are raised, rectangular compartments. The hatches on these may be used for emergency access to certain vital components.

On both sides of the craft, three cylindrical engine tubes extend outward. As the ship

moves forward, the ends of these tubes glow with red energy. Each trio of tubes is broken up by smaller clusters of tubing. Also fastened to the sides, top, and bottom of the craft's hull are two pairs of smaller tubes.

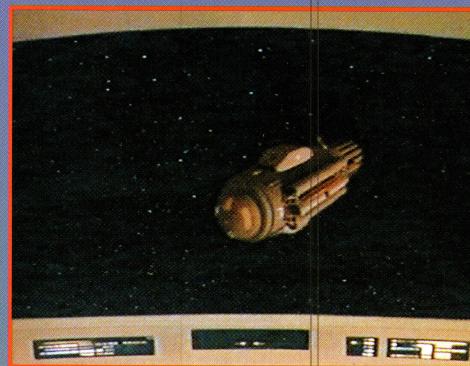
The back third of the probe is given over to a large cylindrical structure, ribbed by more tubing. Small 'arms' extend and attach this large circular pipe to the main body of the craft.

It is unlikely that the device has warp capability; Bok clearly does not need the probe to be particularly fast, nor does it have to be crewed. On each occasion that Bok sends a probe to the *Enterprise*, the craft is unmanned, and it is never required to outrun the much faster **Starfleet** vessel.

Father and son

The first time the probe arrives, it delivers a holographic message from Bok to Picard. The Ferengi claims that he has found Picard's long-lost son, **Jason Vigo**, and now intends to kill him. The second time the probe appears, it again moves toward the *Enterprise*, but this time it is deliberately detonated. The debris of the probe contains another coded taunt for the starship captain.

DNA tests on Jason do seem to indicate he is the captain's son. However, when Jason begins to suffer from the sudden onset of a genetic disease, **Dr. Crusher** discovers that Bok has somehow resequenced the young man's genetic structure so that it matches Picard's. The captain informs Bok's crew that their leader has engaged them in a time-consuming and profitless venture, and Bok's vengeance – in which the unmanned probe plays an important role – goes unfulfilled a second time.



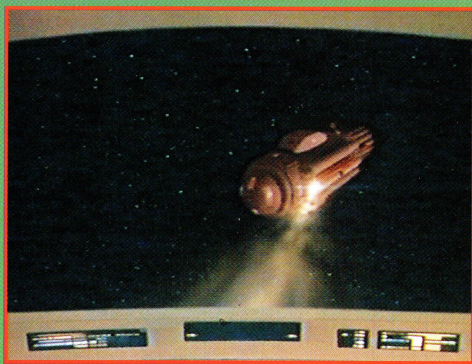
The probe appears

While traversing the **Xendi Sabu** system, the **U.S.S. ENTERPRISE NCC-1701-D** is approached by DaiMon Bok's probe.



Obsessed

Disgraced Ferengi DaiMon Bok is consumed by his desire for revenge on Captain Jean-Luc Picard.



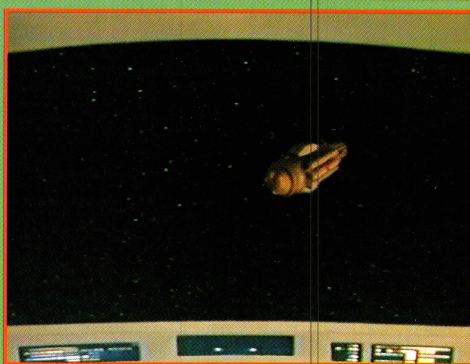
Holographic beam

The probe beams a holographic message to the **U.S.S. ENTERPRISE** – a portent of the trouble to come for Captain Picard.



Ferengi visions

The holographic message delivers a life-size image of DaiMon Bok that appears on the **ENTERPRISE**.



Reversing away

Its message successfully delivered, the unmanned probe backs away from the **ENTERPRISE**.

DaiMon Bok's Probe

Bok's probe is unmanned and carries no identifiable armaments, but the Ferengi is still able to effectively control it from afar.

The front of the probe features an extruded circular dome.

There is little about the overall design of DaiMon Bok's probe to suggest that it is Ferengi.

The back third of the probe houses the vessel's propulsion system. Small extended arms are used to aid stability.

Clusters of energy cylinders protrude from the sides of the probe. They glow when the vessel is in motion.

At the top and bottom of the craft are rectangular compartments which can be opened via the visible hatches.

BOK'S PROBE

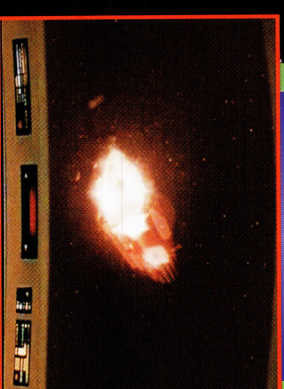
First recorded: 2368

Owned by:

DaiMon Bok, but it is not known if the probe is of Ferengi design.

Remarks:

Can deliver a holographic message.



Detonated

Once the probe has delivered its message and fulfilled its task, the craft is destroyed.

Kira During the Dominion Occupation

When the Dominion occupies the station near the Bajoran wormhole, Major Kira is forced to work with her old enemy, the Cardassians. However, she is soon making life difficult for her new landlords.

Major Kira Nerys's first act of open sabotage against the Dominion force occupying the station it renames **Terok Nor** comes only moments before the first Cardassian and Jem'Hadar troops arrive. She orders the activation of a program entitled '**Sisko 197**', effectively sabotaging the station's entire computer grid, and damaging enough of the hardware to cause major inconvenience for **Weyoun** and his forces.

This is her last act of defiance for some time, however, as **Bajor** has signed a pact of neutrality with the Dominion. This

rankles with Major Kira; to even pretend to be allies with the Cardassians and the Dominion goes against everything she stands for. Her hands are tied, and she is extremely frustrated at not being able to take an active role in the conflict against the occupiers.

Apologist

Over the next three months, Kira has to bite her lip and just watch as **Dukat** occupies **Captain Sisko's** office. She can only listen passively to reports of how the **Federation** is losing the war.

The sum total of the opposition Major Kira provides is to perform the minimum her duties permit

with an air of belligerence. She hardly realizes that she is becoming what **Vedek Yassim** calls "an apologist, a defender of evil." She even asks the vedek to reconsider leading a demonstration against the

Dominion occupation in order to avoid trouble.

Kira is resigned to the idea that she is carrying out the **Emissary's** wishes in keeping Bajor neutral. However, when **Vedek Yassim** commits suicide on the **Promenade**, declaring, "Evil must be opposed!" Kira finds she can no longer justify her inaction.

Stirred into action

This incident makes her realize that if she is not actively opposing the occupation, then she is helping them. She resolves to set up a resistance cell on the station, and begins

to take measures to help the Federation win the war from behind the lines.

Kira bands together a group of agitators, made up of the few people she really trusts on the space station. With the help of **Rom**, **Leeta**, **Odo**, and **Jake Sisko**, Kira instigates ways to stir up trouble for the Jem'Hadar and the Cardassian troops.

When **Rom** happens upon **Glinn Damar's PADD**, containing a document that outlines a plan for the Cardassians to kill the Jem'Hadar if a new supply of **ketracel white** isn't secured, Kira comes

PROFILE ON KIRA

STATUS: Bajoran liaison officer to the Dominion and Cardassian occupation force on **Terok Nor**.

SITUATION: Bajor signs a non-aggression pact with the Dominion to keep it out of the war, as the Federation cannot guarantee its safety.

NOTABLE POINTS: Kira sets up a resistance cell on the space station in order to combat the Dominion and Cardassian war plans, and to help the Federation retake the station.

MEMBERS OF HER RESISTANCE: Rom, Leeta, Odo, Jake, and Quark.



▲ Kira covertly forms a resistance cell on the station with a few of her close friends. Their activities prove vital in disrupting the Dominion war effort.

FIGHTING FOR A CAUSE



★ Uncomfortable

Odo reveals his feelings for Kira at the same time as war breaks out, creating an awkward situation between them.

★ Retreat

Kira is incredulous at Sisko's plans to abandon **DEEP SPACE NINE**, but she later sees the wisdom in his strategy.





Kira During the Dominion Occupation

"This is about being able to look in the mirror every morning and not feel nauseated by what I see ... I've got to start fighting back." — Kira Nerys to Odo

★ Disruption

Before the Dominion forces arrive, Kira carries out program 'Sisko 197,' which sabotages the station's systems.

up with a plan to leave the inflammatory document where the Jem'Hadar will find it. A fight ensues at **Quark's bar** between the Cardassians and Jem'Hadar, and further distrust is engendered between these uneasy allies.

This small victory is short-lived, however, as Quark learns the Cardassians have discovered a way to deactivate

the mines that are keeping the Dominion reinforcements on the

other side of the wormhole. Kira is extremely worried, and acts immediately to organize the resistance cell's efforts to stop them destroying the mines.

Let down

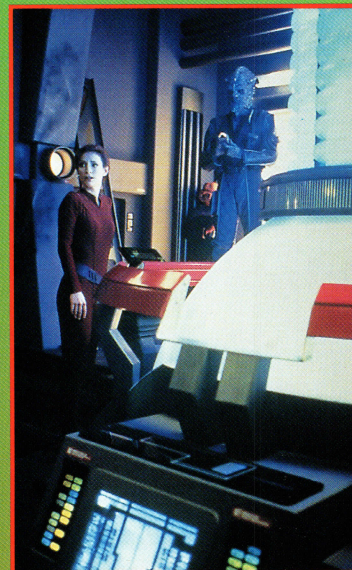
Odo, however, has become distracted by a female **Founder**, and fails to make the necessary security changes to allow Rom to accomplish this vital mission.

Kira cannot understand Odo's motivation or his apparent betrayal, and is further disturbed when he makes himself completely unavailable for days following the incident. When he does resurface, his half-hearted apologies fall on deaf ears. Kira's long and tested relationship with the Changeling crumbles under the pressure.

But Kira does not allow these setbacks to distract her for long. She manages to get an encrypted message to Captain Sisko, warning that the Dominion will be taking down the minefield within three days. This move is taken at great personal risk; when discovered,

★ Losing trust

Kira is disappointed with Odo's seeming reluctance to help her resistance cell achieve its aims.



★ Uneasy peace

During the new occupation, Kira at first thinks she must remain neutral, for the good of Bajor.

she is locked in a holding cell, and accused of treason.

Fortunately, Kira proves to have fiercely loyal friends: Quark and Dukat's daughter, **Ziyal**, help her to escape. Kira proceeds to put her training and fighting experience to good use as she protects Rom while he attempts to take the station's computer offline.

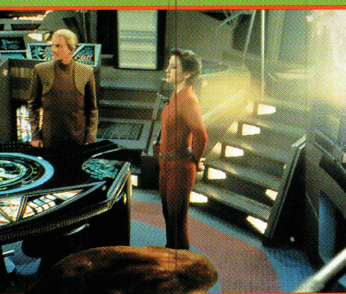
Costly victory

This act fails, but Kira and Rom are successful in sabotaging the station's weapons after receiving help from Odo. It appears that Kira's friendship with the Changeling is worth more to him than the lure of the **Great Link**.

The resistance cell's activities prove pivotal. The Dominion no longer has a way of defending the station, and they take the decision to abandon it. Kira's determined tenacity helps the Federation win back **Deep Space Nine**, but at the cost her young friend Ziyal's life.

★ Working together

Odo proves that his friendship with Kira means more to him than his ties with the Founders, and helps her plans succeed.



TERRIBLE COST

Loyalty

Kira's close relationship with Gul Dukat's half-Bajoran daughter, Tora Ziyal, causes her loyalties to be divided. Dukat manipulates this situation to try to win Kira over, but the major is smart enough to realize what Dukat is doing, and strong enough to be prepared to cut her ties with Ziyal if their friendship hinders her resistance activities. However, Ziyal proves where her loyalties lie by helping Kira escape from jail, an act that ultimately leads to her being shot as a traitor.

◀ Casualty of war

Kira grieves for her friend, Ziyal, after she is shot by Damar. It is yet another death of someone close to her with which the major has to come to terms.

▼ Protection

Glinn Damar's not-so-tactful treatment of Ziyal on behalf of Dukat does not sit well with Kira. She intervenes, and physically attacks the scheming Cardassian.



Phillipa Louvois

When **Starfleet** has to decide whether the android **Data** is a person with rights of his own, or simply **Starfleet** property, the officer presiding over the trial is **Captain Phillipa Louvois**.

Captain **Phillipa Louvois** is not a woman to be underestimated. This highly experienced and strong-willed individual is assigned to a huge task as head of the Sector 23 Judge Advocate General's office; in 2365, she is based on the newly-appointed **Starbase 173**. Undaunted by the hard work, Louvois tackles her task almost singlehandedly, with only one ensign as her total staff. She enjoys fulfilling her life ambition: to practice good law.

Judgments

Louvois has always felt that **Starfleet** is the only worthwhile place to be, yet she could not have foreseen the important judgment she would face concerning such issues as slavery, property, and the rights of beings to choose their own destinies.

When the **U.S.S. Enterprise NCC-1701-D** arrives on **Stardate 42523** for a routine visit, Louvois and **Captain Jean-Luc**

Picard have the opportunity to try and patch up wounds received 10 years earlier. In 2355, Louvois prosecuted Picard after the loss of his first command, the **U.S.S. Stargazer NCC-2893**. As a young officer under the Judge Advocate General, Louvois simply performed her duty in the standard court-martial that follows the loss of any **Starfleet** vessel. Her approach to the case was entirely business-like, but it ended the short romance she and Picard had previously enjoyed.

Adversaries

Louvois has a confrontational and fiery nature; Picard, who remembers what it is like to be on the end of her razor-sharp tongue, accuses her of enjoying proceedings a little too much. He feels she relishes the adversarial process more than actually getting at the truth.

With a wry smile, Louvois tells the decorated starship captain he is "still a pompous ass." She is not a woman to mince her words, yet a softer side

PROFILE ON LOUVOIS

NAME: Phillipa Louvois

LIFE FORM: Human female

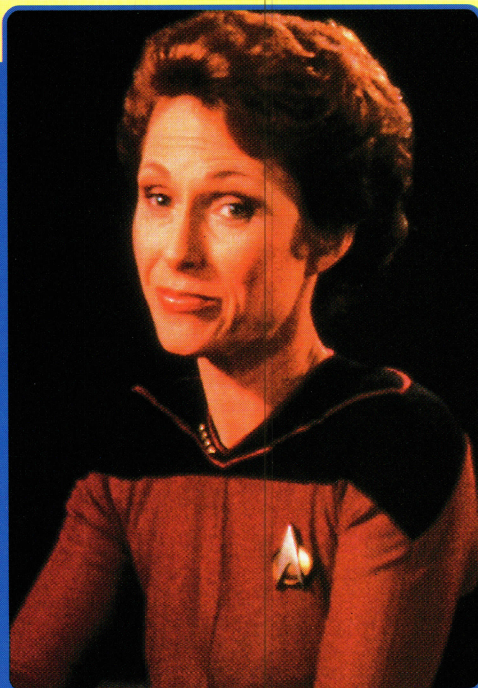
RANK: Captain

OCCUPATION: Starfleet legal officer.

MEMORABLE CASES: The court-martial of Captain Jean-Luc Picard following the loss of the **U.S.S. Stargazer**; the hearing to determine the legal status of Lt. Commander Data.

FIRST SEEN: 'The Measure of a Man' [TNG]

▶ **Starfleet legal officers such as Captain Phillipa Louvois ensure that all cases get a fair hearing, no matter how predictable the outcome may appear.**



shows when she admits to still finding Picard attractive.

When approached by Picard to examine **Starfleet's** transfer procedures after **Commander Bruce Maddox** attempts to force **Lt. Commander Data** to take part in dangerous cybernetic experiments, Louvois's detailed and

valuable knowledge of **Starfleet** rules and regulations is evident. Picard no longer trusts nor likes Louvois as much as he once did, but he nonetheless knows that Data's best chance lies in a hearing in which she must determine whether the android officer has individual rights.

Louvois immediately researches the **Acts of Cumberland**, a series of statutes passed in the early 21st century regarding property law. It appears that Data is, in fact, classed as property; as such, he cannot resign or refuse to cooperate with Maddox.

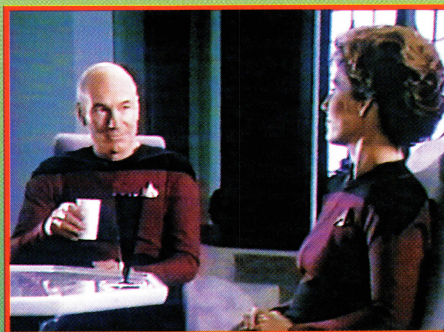
Given her lack of staff,

IMPORTANT DECISIONS



★ The ethics of science

Commander Bruce Maddox sees only the scientific advantages of dismantling **Data**, whereas **Picard** considers him a person and a friend. Louvois must determine where **Starfleet** law stands on the subject.



★ Reunion

Louvois once enjoyed a brief romance with **Picard**, but their friendship disintegrated after his court-martial following the loss of the **U.S.S. STARGAZER**. **Picard** believes that Louvois is more interested in a good argument than she is in the truth.

★ Goodbye to Starfleet

Data's solution to the problem is to leave **Starfleet**, but if he is considered property, even this is not an option. The outcome of the hearing could mean the difference between life and death for the android officer.



OTHER CARDS IN THIS FILE...

27 CAPTAIN JEAN-LUC PICARD

29 DATA

63 BRUCE MADDOX

SEE OTHER FILES...

ANDROIDS.....File 55

STAR TREK: THE NEXT GENERATION.....File 69

logical experience and her feelings as a human being, Louvois rules that Data has the freedom to choose his own actions.

Louvois also feels she has proved a point to Picard. The law can work, and having Louvois in charge makes all the difference.



★ **Scientist**
Maddox thinks of Data merely as a machine, whereas the android's colleagues on the U.S.S. ENTERPRISE know that Data is more than the sum of his parts. Luckily, Louvois sees their point.

★ Disruption

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up with a plan to leave the inflammatory document where the Jem'Hadar will find it. A fight ensues at **Quark's bar** between the Cardassians and Jem'Hadar, and further distrust is engendered between these uneasy allies.

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David Marcus

The son of **James T. Kirk** shares many of his father's qualities, including a determination to succeed. However, David does not share his father's experience, and can act impetuously.

The son of **James T. Kirk** and **Dr. Carol Marcus**, **David Marcus** is born in 2261. He grows up in a single-parent environment with

his mother, immersed in a world of scientific research. David knows that Kirk was once part of his mother's life, but the boy has no idea that the famous **Starfleet** admiral is his father; nor is he aware that Carol Marcus effectively banned Kirk from his son's life, believing that Kirk's job obviated the possibility of a normal father-son relationship.

David's professional choices are heavily influenced by his mother's status as a distinguished molecular biologist. By 23, he has earned his doctorate and becomes a member of his mother's research team.

Interestingly, David has grown up with a distinct distrust of Starfleet, or "the military," as he calls it; when faced with apparent

Starfleet intransigence, he thunders, "Who the hell do they think they are?" He offers Kirk as "Exhibit A" in his case against the powerful organization, and when he finally meets the man, his overriding impression is of an "overgrown boy scout."

High flyer

In 2284, David's career receives a boost when his mother receives funding for an extraordinary undertaking: **Project Genesis**, a process which can, in a very short time, transform a lifeless planet or moon into a biosphere capable of sustaining life. David is suddenly part of the most exciting scientific project in the **Federation**.

As the work progresses, traces of his father show in David; he is impatient for results, and eager for solutions. This leads him to employ **protomatter**, denounced by many scientists as hazardous

and highly unstable. Nevertheless, it appears to solve the problems.

David's closeted scientific world is interrupted when **Khan Noonien Singh** announces that he is taking Genesis away from

Carol's team, claiming to be working on orders from Kirk. This threat is part of Khan's ruse to lure Kirk to them, and it provides the volatile backdrop to the first meeting between father and son.

This meeting actually begins as more of a confrontation. David displays the same eagerness for action as his father when he attacks the admiral with a knife, presuming that Kirk's intent

PROFILE ON DAVID

NAME: Dr. David Marcus

LIFE FORM: Human male

FAMILY: James T. Kirk (father), Carol Marcus (mother).

BORN: 2261

STATUS: Deceased, 2285. Killed by the Klingons while trying to protect Lt. Saavik and the Genesis Device.

HISTORY: Brought up by Dr. Carol Marcus on her own after she asked Kirk not to involve himself in his son's life.

FIRST SEEN: STAR TREK II: THE WRATH OF KHAN



▲ Like the father that he has never known, David achieves much at an early age, but his impatience leads him to make serious mistakes.

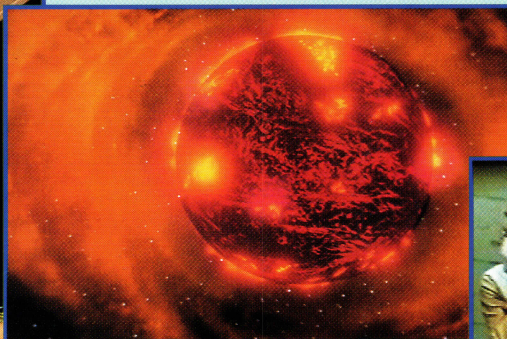


★ Return

With Starfleet mindful of the power of the Genesis Device and its ramifications, the **U.S.S. GRISSOM** ferries David and Saavik back to the planet for more detailed research.



THE SCIENTIST



★ Cutting corners

David unwisely uses unstable protomatter in the creation of the Genesis Device, and dooms the planet to an explosive end.

★ Gifted

David, despite being only 23, is a fully-fledged theoretical scientist who is every bit as brilliant as his mother; his temperament, however, comes from his famous father.



★ Family team

David's mother, Carol Marcus, heads the team working on Project Genesis. Mother and son are very close, and share a dedication to, and passion for, scientific research.

OTHER CARDS IN THIS FILE...

- 2 KHAN NOONIEN SINGH
- 3 DR. CAROL MARCUS

SEE OTHER FILES...

- SPACE PHENOMENAFile 5
- STARFLEET PERSONNELFile 43
- STAR TREK II: THE WRATH OF KHANFile 73



David Marcus



★ Reconciled

As David comes to know Kirk, his hostility gradually fades. The more he understands his father, the more he realizes that Kirk is an honorable man who never meant to hurt him.

"I wanted him in my world, not chasing through the universe with his father!"

— Carol Marcus to Kirk

is to take Genesis. Carol Marcus intervenes, and it is only after seeing her that Kirk guesses David must be his son.

David gets a chance to see his father in a more positive light when Kirk battles it out with Khan. David remains on the bridge of the **U.S.S. Enterprise NCC-1701**, acting as advisor on the Genesis Wave, and is impressed by his father's courage and abilities.

Admiration

After this brush with death, David shows his compassion by trying to comfort the man he once despised when Kirk is grieving over the death of his old friend, **Spock**. David apologizes to Kirk for misjudging him, and adds, "I'm proud, very proud, to be your son."

Shortly thereafter, David is assigned to the **U.S.S. Grissom NCC-638** with **Lt. Saavik**, to study the planet created in the Genesis explosion. He is thrilled with the array of environments and plant life that are developing on the surface – until he actually beams down to see for himself.

David finds the planet in a state of environmental chaos, and recognizes the cause as being the protomatter's instability. Perhaps for the first time, he realizes that his own



★ Reborn

David and Saavik discover a young Spock amid a blizzard on the surface of the Genesis Planet. The only positive aspect to come out of the Genesis experience is the regeneration of the Vulcan.

corner-cutting techniques have caused the failure of Genesis.

David's naivete shows through when a group of **Klingons** arrive and demand the **Genesis Device**. He honestly believes the Klingons won't harm them because, as a planet-building device, Genesis

is an obvious failure. To the Klingons, however, Genesis is a powerful weapon, and a hostage is selected to die as proof of their serious intent. As a **d'k tahg** knife is raised to Saavik's neck, David lunges toward the Klingon in a burst of courage which might

have been expected of his father. However, he lacks Kirk's fighting prowess, and is killed with a single thrust of the three-bladed knife. Saavik is left to deliver the news to David's distraught father.

David Marcus's untimely death in 2285 is the result of his youthful impatience and fiery temper – a perilous combination. David had a brilliant future ahead of him, but he was unable to curb his excitable disposition, and acted without considering the consequences of those actions. In retrospect, Carol Marcus kept David apart from perhaps the only person who could relate to the boy's temperament, and perhaps help him to discipline it: his father.

CHIP OFF THE OLD BLOCK

Unyielding

David Marcus shares many similarities with his father, including their temperament. Both are dedicated and willful in pursuit of their goals, and it is thus not surprising that they come to blows when they first meet. However, once they have a chance to know one another, a mutual respect grows. Sadly, although David is obviously very intelligent, he never develops the experience his father has built up, and his hot-headed behavior leads him to a tragic death.



★ Impulsive

David attacks his father before he ascertains the facts of the situation. This rashness is typical of his character and leads to trouble, first with the Genesis Device, and then with the Klingons.



★ Over confident

The initial results of the Genesis Device look promising, but David's enthusiasm soon turns to concern when the planet becomes unstable.



★ Respect

David learns he has judged his father harshly. He comes to appreciate and admire the admiral's many qualities.



★ Fatal flaw

David's temper flares, and this time his lack of restraint costs him dearly.



★ Courage

Showing more fighting spirit than fighting ability, David unwisely tackles a Klingon.



★ Tragedy

With the planet wrenching itself apart, Kirk has only a short time to grieve over his son's body.

Dataport Interface

A **dataport interface** allows the user to break through security protocols and instantly access sensitive database information, and to change official computer records. The device has yet to be declared illegal, despite the fact that it is rarely used for legitimate purposes.

Its appeal to the criminally-minded makes it a highly sought-after piece of technology.

Criminal activity in the 24th century often requires fast access to jealously-guarded electronic information. Many criminals make a living from selling illegally-acquired data, and are adept at entering and altering logs, bank accounts, and criminal records. Their activities are similar to those of 20th-century Earth's amateur computer hackers, although the rewards and risks are far greater, and the computer technology involved is much more sophisticated.

One of the most useful items employed by modern criminals trading in data is a small, sophisticated piece of electronic equipment known as a **dataport**

interface. This is used to break into secured databases; the interface can override many security protocols, and electronically manipulates highly sensitive official records. The exceptionally fast speeds at which the dataport transfer works makes its incursions very difficult to trace, both during the retrieval stage and after the device has been removed. This feature alone makes it a sought-after and expensive piece of equipment.

Three-piece

The dataport interface commonly comes in three pieces. The first is implanted in the neck of the data-port user, and is visible as a circular

silver disk. The disk is studded with a number of small power nodes, as well as a hole to accommodate the second piece of the interface.

This second component is also circular, but its surface has different markings and colors depending upon the interface's price, function, or date of manufacture. These pieces have tiny green lights and thin red strips on their front, signaling the workings of the transfer process.

The third piece is virtually identical to the second, and is placed on the control panel of the computer terminal to be accessed. Once the interface has broken through the system's security protocols, data can be collected or altered.



Arissa, an Idanian intelligence agent, has an implanted dataport interface for use on her undercover mission. Her hair hides the implant behind her ear.



Arissa tries to break into DEEP SPACE NINE's systems twice. She is initially frustrated by Odo's additional security measures; her second attempt is more successful.

DATAPORT INTERFACE

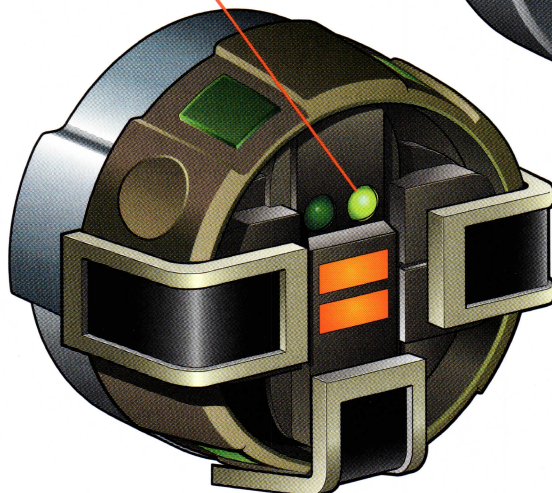
Once the second piece of the dataport interface is connected to the user's neck attachment, the data transfer process can go ahead. Red energy strips and a green light are activated to indicate the process is underway.



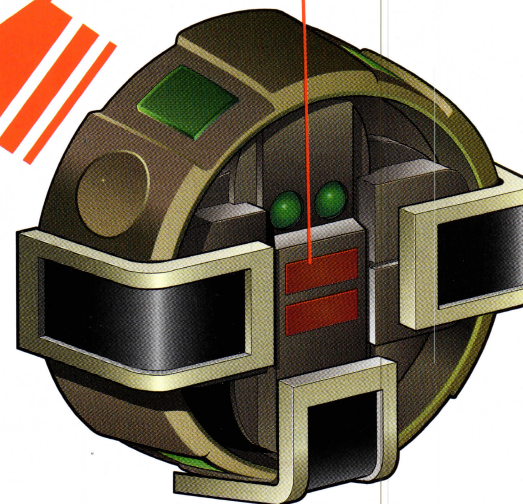
Criminal aid

Dataport interfaces are more often than not used for criminal activities, leading many to think they should be banned.

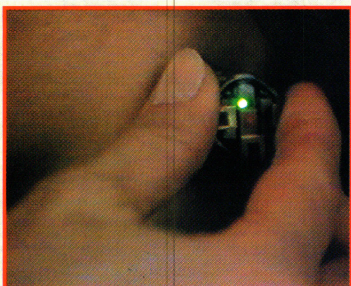
The markings on this part of the dataport interface may change from model to model. Once data is passed into this device by another, virtually identical attachment, it is pressed into the user's neckpiece.



This part of the dataport interface slightly protrudes from the neck of the user. The data-collecting part of the device is pressed into the hole at the center of the silver disk.



Dataport Interface



▲ A small green light on the dataport indicates that it is in use, and that data is being transferred between it and the main computer system.



▲ As the dataport interface is so small, it is relatively easy to hide what its user is doing. A hand in front of the tiny device is enough to obscure it from view.

The changing of the front light on the third piece – from green to red – indicates that it has passed information successfully to the second component, in the user's

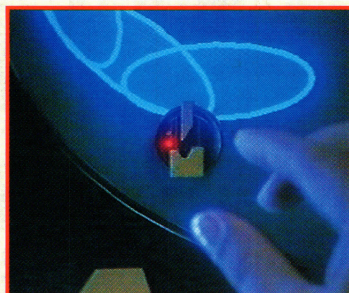
neck. The data can then be stored by the user, to be relayed at a later point. One of the hazards of this process is that feedback passing through the dataport interface can leave the user with severe headaches.

Dataport interfaces have not yet been declared illegal by the **Federation**, but there are many who think they should be outlawed precisely because they are inevitably used for criminal activity. As Odo puts it: "People tend to use them to access information other people don't want them to access."

Arissa breaks in

Deep Space Nine's security chief has very personal experience of dataport users; his first sexual relationship is with an interface wearer named **Arissa**. When security officers catch her trying to interface *Deep Space Nine's* security logs, Odo is quietly pleased that the security protocols he has installed in the station's computer systems appear to work. The measures generate fierce feedback specifically designed to deter an interface user.

On her first attempt to break into the system, Arissa finds that the interference prevents her staying interfaced long enough to get past



▲ One part of the dataport interface is placed directly onto the front surface of the computer terminal, just before the database is accessed or altered.

the system's additional encryption lockouts. She has rather more luck the second time she attempts to link to the system; this time, she successfully downloads information on an **Idanian** agent named **Tauvid Rem**.

Nearly a year later, another senior member of the *Deep Space Nine* crew encounters a dataport interface user, this time on the planet **Farius**. Working undercover for **Starfleet Intelligence**, Chief **Miles O'Brien** infiltrates a criminal ring led by a man named **Liam Bilby**, who has links to the **Orion Syndicate** and the **Dominion**.

First contact

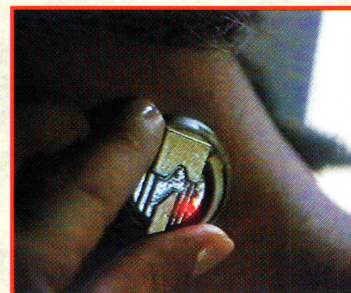
O'Brien makes initial contact by mending a dataport device belonging to **Krole**, one of Bilby's associates. To set this up, he surreptitiously sabotages the device when Krole tries to charge an expensive meal to a stranger's bank account.

Krole seems to use his hand to conduct the interface's work, but this may simply be a theatrical gesture. O'Brien 'spikes' the dataport interface by passing feedback bolts from the computer terminal through Krole, shorting out his neck implant. Conveniently on hand to make repairs, O'Brien impresses Bilby when he hands the device back to Krole free from all feedback.

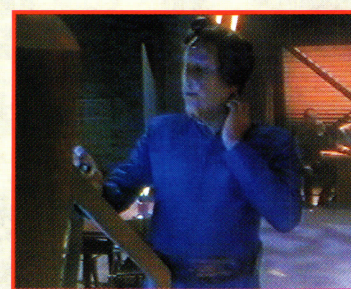
Boliux bank robbery

As part of his undercover role as an engineer named **Connolly**, O'Brien has to take part in further illegal dataport activity when he and Krole break into datafiles belonging to the **Bank of Boliux**. The bank's system is protected by a three-tiered security protocol, comprised of an isolation matrix, recursive data loops, and the standard encryption lockouts.

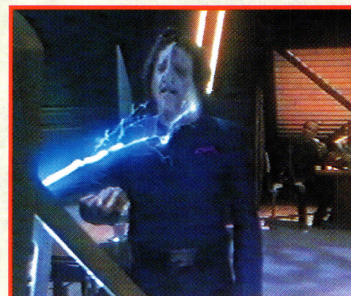
Once Krole negotiates these lockouts, O'Brien tells him to



▲ Electronic information flows from the component attached to the terminal into the piece pressed onto the user's neck attachment.



▲ Krole puts on something of a performance when he uses his dataport interface. He makes grand gestures with his hands, and seems to fall into a trance.



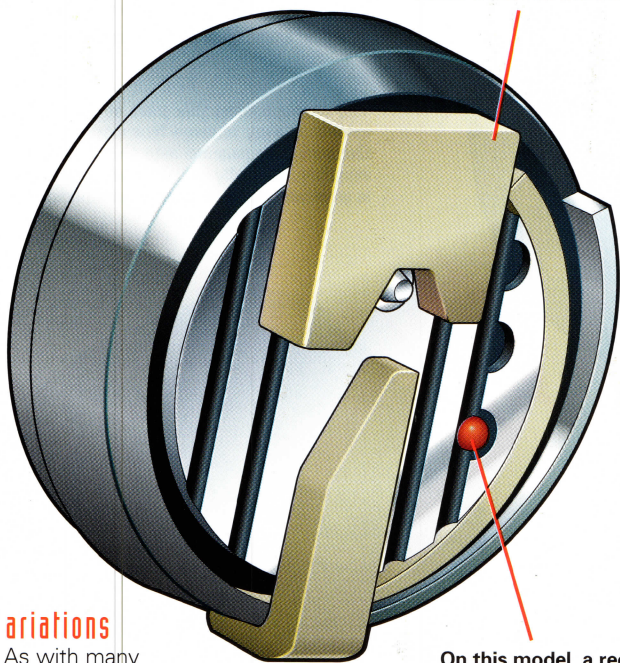
▲ It is possible to sabotage the dataport interface with electronic feedback. O'Brien 'spikes' Krole when the criminal tries to avoid paying for an expensive meal.

sweep the computer matrix in order to establish an access point. This done, O'Brien is able to initiate Krole's data transfer via the interface. Krole struggles to keep the matrix open during the transfer, but O'Brien manages to pull him out of the system before the interface can be traced.

When put in the hands of an experienced engineer like O'Brien, there is no doubt that the dataport interface becomes a highly effective tool for criminals. Making the dataport illegal risks making the technology even more attractive to black marketeers, as well as to the kind of operatives whose ventures keep them outside of the law – but the Federation will almost certainly continue its efforts to restrict or eliminate dataport usage.

ALTERNATE DESIGN

All dataport interfaces are basically the same, but the specific design varies between models.



On this model, a red light indicates that the device is in use.

Variations

As with many devices, dataports come in more than one model.



'Firstborn'

K'Mtar, a valued advisor to the House of Mogh, fights alongside Worf against an attempted assassination by the Duras sisters. The older Klingon also takes an interest in ensuring that Alexander, Worf's son, chooses to follow the path of the warrior.

'FIRSTBORN'

"Someday, if you work hard, you'll be a warrior ... you'll know how to defend yourself ... If anyone ever tries to hurt your father again, you'll be able to fight at his side and make sure nothing happens to him."

— K'Mtar to Alexander

Worf tries to persuade his son, **Alexander**, to begin the **First Rite of Ascension**, the first step to becoming a **Klingon** warrior. Unfortunately, Alexander shows little interest in Klingon rituals.

Worf later confides in **Captain Picard** about his concerns, and the captain reminds him that Alexander has spent little time among other Klingons. The festival of **Kot'baval** begins the next day; it would be the perfect opportunity to introduce Alexander to the richness of Klingon culture. Picard diverts the **U.S.S. Enterprise NCC-1701-D** to the Klingon outpost on **Maranga IV** so that they can celebrate the festival.

Worf and Alexander beam down to an ancient town square. The festival is already underway, and father and son participate in a reenactment of the tyrant **Molor's** fight against **Kahless**. That night, however, they are attacked by three Klingons in civilian clothes. An older Klingon warrior comes to Worf's aid, and together they see off the assailants. Worf recognizes his new ally; his name is **K'Mtar**, the **Gin'tak** [advisor] to the **House of Mogh**.

Conspiracy of assassins

Worf returns to the *Enterprise* with K'Mtar, who reports to Picard and **Commander Riker** the rumors of a plan to assassinate the family of Mogh. **Kurn** sent K'Mtar to aid his brother, Worf. K'Mtar unwraps a cloth containing a dagger, which he claims was dropped by one of the three assailants; it bears the symbol of the **House of Duras**. K'Mtar has other evidence that indicates the **Duras sisters, Lursa and B'Etor**, were behind the attack. He believes the sisters want Kurn's seat on the Klingon council. Riker offers to help K'Mtar locate the pair.

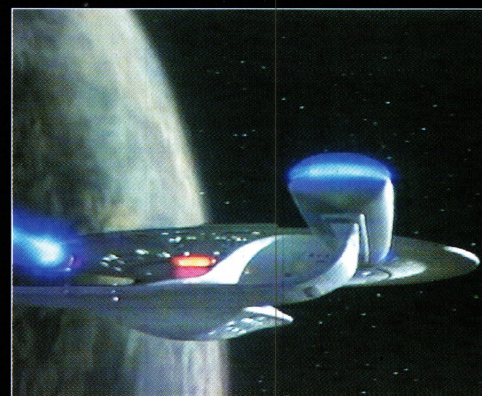
K'Mtar tells Worf that, as Alexander may one day lead the House of Mogh, he wants to be sure that the boy is preparing to become a warrior. K'Mtar is shocked to hear that Alexander has not yet agreed to the Rite of Ascension; he offers to help Worf convince the boy to begin this rite.

The next day, Worf and K'Mtar take Alexander onto a holodeck and restage the fight. When Alexander refuses to kill one of his holographic assailants, K'Mtar furiously scolds the boy for failing to kill an enemy when he has the chance. Alexander runs out,

ON SCREEN...



1 Worf is distracted by his son's lack of interest in Klingon affairs. Captain Picard reminds him that K'Ehleyr discouraged Alexander's contact with other Klingons.



2 Picard diverts the U.S.S. ENTERPRISE to Maranga IV, a Klingon outpost. Here, Worf will introduce Alexander to his Klingon heritage at the festival of Kot'Baval.



3 At the festival, Klingon actors recreate the most famous battle in their race's history. Kot'Baval celebrates the defeat of the tyrant, Molor, by Kahless the Unforgettable.



4 That night, as Worf and Alexander finally head for bed, they are attacked by three Klingons. Fortunately, an older Klingon warrior, dressed in battle gear, comes to their aid.



5 Worf arranges a meeting between himself, Picard, Riker, and K'Mtar. The older warrior reveals a plot against the House of Mogh, seemingly driven by the Duras sisters.



6 K'Mtar has no male heirs and wants Alexander to become a warrior, but he is surprisingly tender when saying goodnight to the boy; he seems to understand his fear.





'Firstborn'

and Worf's hope that his son will become a warrior seems ever more remote.

Meanwhile, Riker's investigations have revealed that the Duras sisters were last heard of trying to buy some second-hand mining equipment. Lursa and B'Etor have apparently discovered **magnesite** deposits in the **Kalla system**.

The *Enterprise* arrives at **Kalla III**, and an away team beams into a mine shaft on the planet. **Data**, **Geordi La Forge**, and Worf discover a lone **Dopterian** sitting in a rocky pit. His name is **Gorta**, and he was helping the Duras sisters steal the ore. The Klingons betrayed him, leaving him behind while they departed in their **Bird-of-Prey**. Gorta reveals that the sisters plan to sell the ore to a **Yridian** trader in the **Ufandi system**.

On the trail

On **Stardate 47779.4**, the *Enterprise* arrives in the Ufandi system. Data detects a Yridian freighter near the third planet; the hold of the vessel contains a quantity of magnesite ore. **Yog**, the owner of the freighter, claims he bought it off a **Corvallen**. Riker offers to exchange half a gram of **Anjoran biomimetic gel** for the ore; when the Yridian beams the magnesite onto the *Enterprise* for verification, Riker in turn transports the ore directly over the ship's starboard hull, where the vessel's phasers destroy it. Just as Riker suspected, the shiny particles of dust from the explosion illuminate the outline of a cloaked *Bird-of-Prey*.

The *Enterprise* locks a tractor beam onto the Duras sisters' ship. Lursa and B'Etor deny all knowledge of an assassination attempt on Lt. Worf, and agree to beam over to the *Enterprise* to examine the dagger bearing their crest. They seem mystified by its existence. Worf goes to talk to K'Mtar about his other evidence.

He finds K'Mtar standing over his son, preparing to kill the boy with a **disruptor**. The older Klingon makes a shocking confession: he is Alexander from 40 years in the future. He proves this by repeating the final words of his mother, **K'Ehleyr**.

K'Mtar has traveled into the past to prevent Worf's death. In the future, Alexander becomes leader of the House of Mogh and he declares an end to fighting and retribution. Worf tries to warn his son against this course, but Alexander is ignorant of the warrior way, and Worf is killed by his son's enemies on the council.

Alexander planned to force his younger self to learn how to fight; he staged the

assassination attempt on Maranga IV to frighten the boy into fighting. When this failed, Alexander felt he had no choice but to kill himself to spare his father from a dishonorable death.

Worf reassures Alexander that the only way he can die an honorable death is if his

son accepts himself for what he is, and stays true to what he believes. The cause of peace is a worthy one, and Alexander should return to his time to continue the struggle.

Worf has been given a glimpse into his son's future; Alexander has his own destiny, and Worf believes it will be a great one.

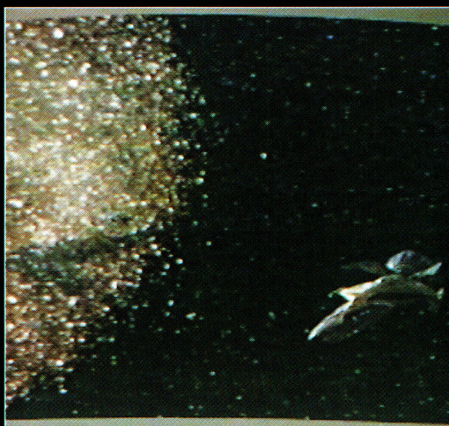
ON SCREEN...



7 Riker contacts Quark, the Ferengi bar owner of **DEEP SPACE NINE**. He agrees to forego his dabo table winnings for information on the Duras sisters.



8 An away mission to **Kalla III** uncovers more evidence of the whereabouts of Lursa and B'Etor, this time from the Dopterian partner they betrayed.



9 Riker employs a cunning strategy to reveal the location of the sisters' **BIRD-OF-PREY**: spreading magnesite ore dust against the blackness of space.



10 Worf believes that the Duras sisters are genuinely puzzled about the assassination attempt. He goes to K'Mtar, and finds him about to attack Alexander.





11 K'Mtar is Alexander's future self; he has traveled into the past to prevent his father's death. Worf tells him to be proud of who he is; peace is a noble cause.



12 The next day, Worf tells Alexander not to worry about his practice for the Rite of Ascension; he decides that they should just spend time together.

STARSHIP FACTS

 K'Mtar threatens to invoke **ya'nora kor**, which would challenge Worf's fitness to raise his own son.

 Alexander declines to light a **kor'tova** candle, which represents the fire that burns in a warrior's heart.



'The Nagus'

Grand Nagus Zek arrives on *Deep Space Nine* in order to appoint the Ferengi bar owner, Quark, as his immediate successor. Jealous Ferengi rivals soon conspire against their new leader, and Quark finds himself the target of nefarious schemes and assassination attempts.

'THE NAGUS'

"I'm old ... the fire dims ... I'm just not as greedy as I used to be. I've already chosen my successor, a leader whose vision ... and avarice will oversee Ferengi ventures in the Gamma Quadrant. The new Grand Nagus - Quark!"
— Grand Nagus Zek

The Ferengi master of commerce, **Grand Nagus Zek**, arrives on *Deep Space Nine*, accompanied by his son **Krax**, and his **Hupyrian** servant, **Maihar'du**. The Nagus says he has come to the station to host a conference on Ferengi business prospects in the **Gamma Quadrant**.

The next day, large groups of Ferengi arrive on the station. Once they are all gathered in **Quark's bar**, the Nagus speaks. Zek tells the assembly that the **Bajoran wormhole** has opened up millions of new worlds with which to do business; he feels that now is the time to appoint a new grand nagus. To the astonishment of everyone, Zek proclaims Quark as his successor.

Later that day comes the shocking news that the former grand nagus has collapsed suddenly and died.

Target for assassination

Desperate to gain control of his brother's bar, **Rom** forms a partnership with Krax to kill the new grand nagus. Krax soon sets in motion another murderous plan; he persuades Quark to travel through the wormhole in order to complete Zek's negotiations with the planet **Stakoron II**. Expecting to board a **Runabout**, Quark enters an airlock, where Rom and Krax try to shunt their shared enemy into space.

As Quark squeals for mercy, **Odo** arrives, accompanied by a very-much-alive Zek. Quark is released, and Zek reveals all: Maihar'du taught him how to perform a **Dolbargy sleeping trance**, so he could fake death and see if his son was ready to become grand nagus. Krax's brash attacks on Quark prove he is far from ready. Zek believes that power comes from cunning; his son should have bought the bar, a valuable source of information on the Gamma Quadrant, so that while Quark was distracted by the rigors of office, Krax could have secretly listened and profited.

Quark hands Zek's scepter back to him. He is no longer nagus, but his life is safe again.

ON SCREEN...



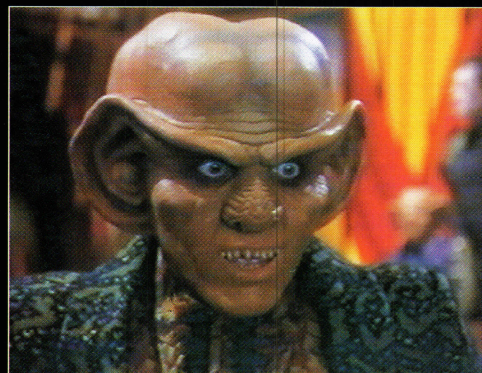
1 Quark is obliged to serve dinner for the Nagus, who says he has come to host a conference on the future of Ferengi business in the Gamma Quadrant.



2 The Nagus wants to appoint a younger, greedier Ferengi to handle these new, promising opportunities; that successor is proclaimed to be Quark.



3 While packing for his first vacation in 85 years, the former grand nagus suddenly collapses. A distraught Maihar'du confirms that Zek is dead.



4 When Quark attends Zek's memorial service, a Ferengi locator bomb just misses his lobes. As Zek's successor, he also inherits the former nagus's enemies and rivals.



5 The Nagus lectures his son on his lack of cunning, and tells him that power should always be quietly accumulated, without others noticing.



6 Although he is no longer nagus, Quark is surprisingly pleased by his brother's treachery - he never knew Rom had the lobes for Ferengi-style business.

STARSHIP FACTS

When Rom forbids his son, Nog, to attend Keiko O'Brien's school, Jake Sisko secretly helps the Ferengi boy with his homework.



'Vortex'

Awaiting extradition on charges of murder, a criminal called Croden tells *Deep Space Nine's* Odo that he possesses knowledge concerning other shapeshifters. Odo must choose between his duty and his desire to discover his origins.

Croden, of the planet **Rakhar**, is rescued close to the **Bajoran wormhole** and brought to *Deep Space Nine*. In exchange for transport off the station, Croden participates in **Quark's** scams to buy a stolen artifact from **Miradorn** twins, **Ro-Kel** and **Ah-Kel**. Croden is to steal the artifact to give to Quark after the brothers are gone. Things go wrong when Ro-Kel fights back; Croden kills him with a **Ferengi phaser**, and Ah-Kel swears revenge. Odo arrests Croden, and **Commander Sisko** contacts the authorities on Rakhar, who report that Croden is a wanted criminal. Croden shows Odo a necklace containing a shapeshifting stone; he claims he found it on a planet of other Changelings. Croden offers to take Odo to this colony, located on an asteroid in the **Chamra Vortex** nebula.

Hidden agenda

While Croden is being returned to Rakhar, Ah-Kel attacks, and Croden persuades Odo to evade him by traveling to the Changeling world. Once there, Croden guides Odo to a cave, but admits he lied to the constable – he has never seen a shapeshifter before.

Croden wanted to return to this cave to retrieve his daughter, **Yareth**. On Rakhar, the families of dissidents like Croden are killed as punishment for their crimes; Croden has kept Yareth safe in a stasis chamber, which he opens with the shapeshifting stone.

Ah-Kel arrives and fires at the cave; the rockfall knocks Odo unconscious, but Croden drags him back to the **Runabout**. The vessel reenters the vortex, but Ah-Kel's ship is destroyed when its plasma charges ignite a pocket of unstable **toh-maire gas**.

A passing **Vulcan** science vessel notices the explosion and offers assistance; a disappointed Odo agrees to beam over Croden and Yareth. He promises to tell the **Rakharians** that Croden and his daughter were killed during Ah-Kel's attack on the cave.

'VORTEX'

"Understand me, shape-shifter. He killed the part of me that made existence bearable. I cannot stop until I kill him."

– Ah-Kel to Odo

ON SCREEN...



1 Croden is arrested for the murder of Ro-Kel, whom he killed while attempting to steal an ancient artifact for Quark. Odo places him in a holding cell.



2 Sisko contacts Rakhar. He is told by the Exarch of Nehelik Province that Croden is wanted for many crimes, and must be handed over to stand trial.



3 Odo has always wanted to learn more about his origins, and to know if there are others like him. He is tempted by the offer to meet other shapeshifters.



4 Ah-Kel attacks Croden and Odo in the RUNABOUT, and forces them through the wormhole; Croden persuades Odo to visit the Changeling world he has found.



5 There are no shapeshifters on the asteroid; Croden actually wanted to return to rescue his daughter. They are both fleeing the authorities on Rakhar.



6 Yareth is fascinated by Odo; she had thought that Changelings were just myth. Before they beam to safety, Yareth asks Odo to change for her.

STARSHIP FACTS

Croden's people have legends about shapeshifters who were hunted and driven away long ago; they were called Changelings. Odo has never been called a Changeling before he meets Croden.



continued

initiate supervisor

The personal tutor that every **Trill initiate** is assigned during his or her instruction period. **Lela's** supervisor was **Jobel**. The supervisor is not to be confused with the **field docent**. (*Starship Log: 'Facets' [DS9]*) **SEE FILES 9, 43, 46, 70**

injection tubule

This hypodermic instrument is the primary mechanism in the **Borg** assimilation process. Projecting dagger-like from a **drone's** fingertips, they release **nanoprobes** into the bloodstream of a victim. (*Starship Log: 'Scorpion' Parts I and II [VOY]*) **SEE FILES 15, 69, 70, 71, 79**

Inkarian wool

Allergenic fibers of animal hair used in the manufacture of certain garments. The **Cardassian** tailor, **Garak**, used Inkarian wool in the uniform he made for **Odo** following the **shapeshifter's** transformation into a human. (*Starship Log: 'Broken Link' [DS9]*) **SEE FILES 43, 70**

inner eyelid

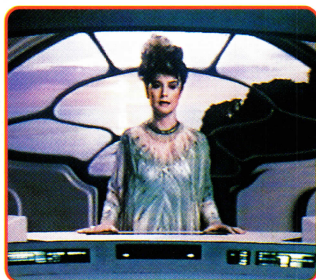
An attribute of the **Vulcan** anatomy that developed to protect their optic nerves from the extremely harsh sunlight of their home planet. **Spock** was saved from permanent blindness by his inner eyelid in 2267. (*Starship Log: 'Operation: Annihilate!' [TOS]*) **SEE FILES 8, 43, 68**



▲ **Vulcans possess an inner eyelid. This saved Spock from blindness after he was subjected to an intensely bright light.**

Innis, Valeda

The beautiful **First Electorine** of the paradise planet, **Haven**. In 2364, she feared a diseased **Tarellian** ship that approached her planet, and urged **Captain Picard** to use any means necessary to stop it. (*Starship Log: 'Haven' [TNG]*) **SEE FILES 18, 40, 69**



▲ **Valeda Innis begged Captain Jean-Luc Picard to destroy a TARELLIAN PLAGUE VESSEL that was approaching her planet.**

inscription pen

Ritual writing implement used to inscribe one's troubles and dilemmas on a **Renewal Scroll** as part of the **Bajoran Gratitude Festival**. (*Starship Log: 'Fascination' [DS9]*) **SEE FILES 10, 70**

insignia and rank markings, Starfleet

An emblem, badge, or design attached or sewn onto a uniform or clothing, that reveals the wearer's function, ship affiliation, and hierarchical status at a glance. **SEE FILES 19, 61, 62, 68, 69, 70, 71**



▲ **In the mirror universe, Kira Nerys is the scheming Intendant of TEROK NOR. She is in charge of the space station.**

Institute, the

Nickname of a **Starfleet** clinic where 'casualties' of genetic engineering, such as DNA resequencing, are treated and sometimes committed. **Jack, Lauren, Patrick, and Sarina** were patients of **Dr. Karen Loews** here. (*Starship Log: 'Statistical Probabilities' [DS9]*) **SEE FILES 7, 65, 70**

Instrument of Obedience

This monitoring unit is inserted into the temple of all **Yonadans**. **Yonada's** central computer administered pain, in increasing strength, to anyone who questioned the **Oracle**. Failure to heed warnings lead to death. (*Starship Log: 'For the World is Hollow and I Have Touched the Sky' [TOS]*) **SEE FILES 18, 40, 68**

'Insurrection Alpha'

Unfinished holographic tactical scenario, authored by **Tuvok** in 2371, to train junior security officers for a possible **Maquis** mutiny aboard the **U.S.S. Voyager**. Two years later, a collaborative attempt to use it as entertainment nearly resulted in catastrophe. (*Starship Log: 'Worst Case Scenario' [VOY]*) **SEE FILES 29, 43, 71**

Intendant, the

Terok Nor commandant in the mirror universe. The **Intendant** was a mirror version of **Major Kira Nerys**, and she later appeared on **Deep Space Nine** with the mirror **Bareil Antos** in an attempt to steal the **Orb of Prophecy**. (*Starship Log: 'Crossover' [DS9]*) **SEE FILES 18, 41, 47, 70**

intercom

Fixed-mounted communications system on 23rd-century starships that required the user to press a button to begin communications. The system was used for person-to-person transmissions as well as shipwide announcements. (*Starship Log: 'Where No Man Has Gone Before' [TOS]*) **SEE FILES 64, 68**

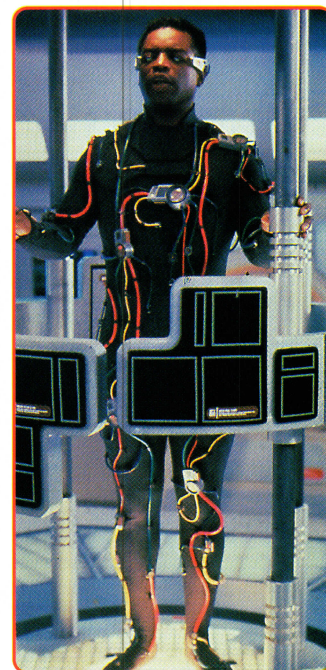
intercostal

The gap between two ribs of an animal or humanoid. **Professor Tolen Ren** was stabbed to death through the intercostal space between his eighth and ninth ribs, the exact location of the **Banean** heart. (*Starship Log: 'Ex Post Facto' [VOY]*) **SEE FILES 18, 71**

interdimensional rift

Fissure in the galactic structure that allows or impels transfer into another realm of spacetime. **Quantum singularities** often contain such rifts, similar to the one that propelled the **U.S.S. Voyager** into **fluidic space**. (*Starship Log: 'Scorpion', Part II [VOY]*) **SEE FILES 15, 18, 71**

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Internal Affairs
internal combustion engine
internal power grid
Internet
Internment Camp 371
internuncial series
interphase generator
interphasic coil spanner
interphasic compensator
interphasic organisms
interphasic scanner



▲ **La Forge used an experimental interface probe that was connected to him through his VISOR terminals, allowing sensory inputs to pass straight to his brain.**



Interface, the Comprehensive computer network linking communications, commerce, and social services on 21st-century Earth. Individuals could access it via public terminals by using personalized credit chips. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILE 70**

interface probe Equipped with sensors, **phasers**, and tractor beams, and sent into hazardous situations, this machine is the remote eyes, ears, and hands of a person wearing an **interface unit**. **Geordi La Forge** guided such a probe using an interface unit in 2370. (*Starship Log*: 'Interface' [TNG]) **SEE FILES 42, 66, 69**

interface unit This full-body suit, connected to the brain, translates the wearer's movements into commands effected by an **interface probe** at a distant location. Bidirectional transmissions give the wearer the sense of being the probe. (*Starship Log*: 'Interface' [TNG]) **SEE FILES 66, 69**

interferometric Optical, acoustic, or other frequency technology that uses interference phenomena to disable or deflect wavelengths emitted by an opposing system. **Starfleet** vessels employ a variety of interferometric pulses and dispersions for both defensive and offensive applications. (*Starship Log*: 'The Swarm' [VOY]) **SEE FILES 29, 59, 71**

interlink sequencer Part of the computational system in the **positronic brain** created by **Noonien Soong**. In 2369, **Data** improved this element in his own brain by upgrading to an asynchronous configuration, thereby increasing output. (*Starship Log*: 'The Quality of Life' [TNG]) **SEE FILES 55, 69**

intermix formula The rate, in mathematical terms, at which matter and antimatter are introduced to each other to efficiently power a warp drive system but avoid an explosion, artificial wormhole, or other devastating reaction. (*Starship Log*: 'The Naked Time' [TOS]; *Star Trek: The Motion Picture*; 'Where No One Has Gone Before' [TNG]) **SEE FILES 64, 68, 69, 72**

Internal Affairs Intraservice agency authorized by the **Federation Council** to investigate security breaches and other felonious activity by **Starfleet** personnel. Internal Affairs' **Deputy Director Sloan** focused such an inquiry on **Julian Bashir** aboard **Deep Space Nine**. (*Starship Log*: 'Inquisition' [DS9]) **SEE FILES 43, 70**

internal combustion engine Human-invented machine that obtains mechanical movement from the burning of fossil fuel in a component combustion chamber. Ford Pickups, Volkswagen vans, Chevy Camaros and other such ancient vehicles were all powered by internal combustion engines. (*Starship Log*: 'The 37's' [VOY]) **SEE FILE 71**

internal power grid Non-technical description of the energy delivery and distribution system on a **Federation** starship. This is what engineers would call the **electroplasma** system, or **EPS conduits**. (*Starship Log*: 'Disaster' [TNG]) **SEE FILES 25, 69**

Internet Early matrix of networks that connected remote computers on the planet Earth, beginning in the late 20th century. **Henry Starling** claimed that his theft of technology from the future was benevolent, since it produced the Internet and other advances. (*Starship Log*: 'Future's End', Part II [VOY]) **SEE FILES 7, 44, 71**



Dr. Bashir was kept in a Jem'Hadar prison camp, called Internment Camp 371, with General Martok.

Internment Camp 371 The **Dominion** prison compound where **Julian Bashir** was held for 37 days, along with **General Martok**. **Section 31 Agent Sloan** insinuated that Bashir became a Dominion spy during his captivity. (*Starship Log*: 'In Purgatory's Shadow' [DS9]) **SEE FILES 16, 43, 70**



Dr. Crusher had to run an internuncial series of tests on Troi to find out why she had lost her empathic powers.

internuncial series

A means of medically testing communications between the nervous system and other parts of the body. In 2367, **Dr. Crusher** performed these tests on **Deanna Troi** after her **Betazoid** empathic skills were lost. (*Starship Log*: 'The Loss' [TNG]) **SEE FILES 7, 69**

interphase generator An almost-successful **Romulan** invention that added a **molecular phase inverter** to a **cloaking device** in 2368. The generator would have allowed cloaked ships to exist in a parallel plane, making them impossible to detect. (*Starship Log*: 'The Next Phase' [TNG]) **SEE FILES 12, 35, 69**

interphasic coil spanner Wrench-like tool, part of the standard complement on **Federation** vessels and stations. While recuperating following his **Argrathi** incarceration, **Miles O'Brien** identified this to prove his memory was unimpaired. (*Starship Log*: 'Hard Time' [DS9]) **SEE FILES 43, 70**



Benjamin Sisko's accident with an interphasic compensator trapped him in the time-line. Jake spent his life trying to free his father, and eventually succeeded in returning him to the present.

interphasic compensator **Starfleet**-issue tool. In 2372, aboard the **U.S.S. Defiant**, Sisko attempted to use one to shunt excess power from the malfunctioning warp coils through the deflector array. (*Starship Log*: 'The Visitor' [DS9]) **SEE FILES 28, 70**

interphasic organisms Parasitic creatures that feed on cellular peptides. They were accidentally created during a new manufacturing process on **Thanatos VII** and activated on the **U.S.S. Enterprise NCC-1701-D** in 2370. (*Starship Log*: 'Phantasms' [TNG]) **SEE FILES 18, 69**

interphasic scanner Device used by **Dr. Beverly Crusher** in 2370 that revealed interphasic organisms, attached to the skin, that were otherwise undetectable by **tricorders** or the naked eye. (*Starship Log*: 'Phantasms' [TNG]) **SEE FILES 7, 69**